

JAMES BOND JR.



INSTRUCTION BOOKLET

T•HQ, Inc.
TOY HEADQUARTERS

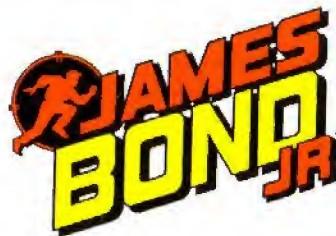
T•HQ, INC.
5000 N. PARKWAY CALABASAS
SUITE 107
CALABASAS, CA 91302

T•HQ, Inc.
TOY HEADQUARTERS

PRINTED IN JAPAN

SUPER NINTENDO
ENTERTAINMENT SYSTEM

INTRODUCTION



Thank you for purchasing James Bond Jr. for play on the Super Nintendo Entertainment System. We hope you enjoy many hours of non-stop action as you travel across the world to tangle with the deadly agents of S.C.U.M.!

Join James on his mission to stop the evil plans of Dr. Derange, Skullcap, Maximillion Cortex and their leader - S.C.U.M. Lord!

Get equipped with new weapons and gadgets in each level of action! His buddy IQ will be sure to lend him an electronic hand with devices that are bound to stop S.C.U.M..

So get ready to make a new legend for the Bond name as you race across the globe in your never-ending battle against the forces of evil!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.



LICENSED BY



T-HQ, Inc.
TOY HEADQUARTERS

T-HQ, Inc.
5000 N. Parkway Calabasas
Suite 107
Calabasas, CA 91302

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

MADE IN JAPAN
Nintendo®, Super Nintendo Entertainment System® and the Official Seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. "Toy Headquarters™" and "T-HQ, Inc." are registered trademarks of T-HQ, Inc. JAMES BOND JR.™ © 1992 EON Productions Ltd., MACB, Inc. © 1990 DANJAO, S.A. and U.A. Financing Co. All Rights Reserved.



TABLE OF CONTENTS

The Scourge of S.C.U.M.	4
Starting the Game	5
Controlling James Bond Jr.	6
Special Items	10
Warranty Information	15



THE SCOURGE OF S.C.U.M.



Three missions await James Bond Jr. - each one more perilous than the one before it . . .

His first stop is the jungles of Central America. There he must find and defeat Dr. Derange before the evil genius discovers the treasure of the Temple of Gold. James must face S.C.U.M. agents on land and in the air (in his minicopter) to make it to his confrontation with the sinister doctor!

Next, he'll dive into action in the canals of Venice, Italy. This is where the legendary DaVinci papers have led Maximillion Cortex on his quest for a secret invention. James has to pilot a specially armed speedboat through the deadly canals in search of the ancient item!

In his final mission, James faces his ultimate enemy - S.C.U.M. Lord. And he can only be found on the coldest, most remote place on Earth.

Remember the spy's motto - "Danger lurks within every shadow."



4

STARTING THE GAME



Place the James Bond Jr. game cartridge in the Super Nintendo Entertainment System and turn the machine on. During the title screen, the demo screen or the credit screen, press the **Start Button** to advance to the password screen.

At the password screen, press the **Start Button** to begin the game. During any part of the game, press the **Start Button** to pause the action.



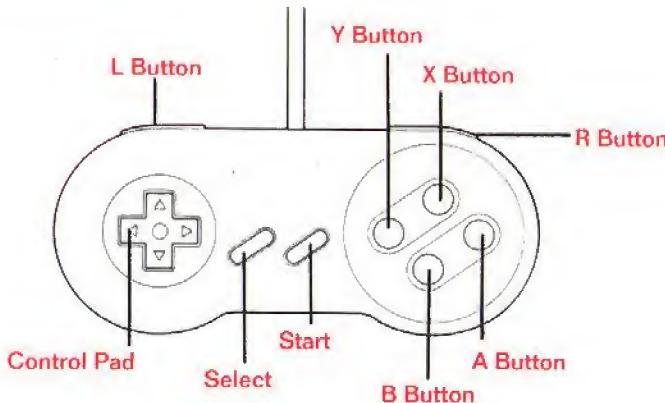
5

CONTROLLING JAMES BOND JR.



Levels 1,3,5 and 7 feature the James Bond Jr. character. Listed below are the controls for moving him:

The Control Pad



Left or Right - Press to run in those directions. Also to move in those directions while jumping.

Left or Right and X Button - Do this for a flying kick.

Up or Down - Press these to climb ladders in those directions.

Down - Press to make James duck down.

Down and Left or Right - Makes James roll left or right.

The Select Button - Press to change current item.

The A Button - Press to punch enemies.

The B Button - Press to jump up. The longer you hold it down, the higher James will jump.



CONTROLLING JAMES BOND JR.

The X Button - Press to kick enemies. If James is running when this is pressed, he will do a flying kick.

The Y Button - Press to use currently selected item. **Note:** While James has the Rocket Shoes, you must hold the Y Button continuously to make him fly.



CONTROLLING JAMES BOND JR.



Vehicle Levels

Levels 2, 4 and 6 each have a different vehicle for James to use. Their controls are listed in order of appearance.

Level 2 (Minicopter)

The Control Pad - Directs the movement of the minicopter on the screen.

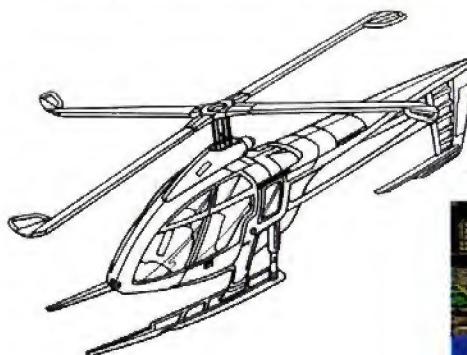
The A Button - Press to drop bombs.

The B Button - Press to fire cannon or special weapon.

Level 4 (Speedboat)

The Control Pad - Press **Right** to speed up, **Left** to slow down and **Up** and **Down** to move the speedboat up and down the screen.

The B Button - Press to fire the cannon.



CONTROLLING JAMES BOND JR.



Level 6 (Jet)

The Control Pad - Directs the movement of the jet on the screen.

The A Button - Press to drop bombs.

The B Button - Press to fire cannon or special weapon.



SPECIAL ITEMS



What would a Bond saga be like without a bunch of really cool gadgets to make his life a little easier? We thought so too.

Levels 1, 3, 5 and 7 (These items can be found throughout the levels.)

Small Silver Grenade



Adds one grenade to your total.

Large Red Grenade



Adds five grenades to your total.

Dart



Adds five darts to your total.

Health



Adds one health point (maximum of 5)

1-Up



Adds one life and increases health points to five!



SPECIAL ITEMS



Each level has special items or weapons that might not be found in other levels. Some are listed below:

Level 1 - The Chase is On!

Super Jump Sneakers



Allows James to jump higher than usual.

Level 2 - Flight to the Temple

Shield



Gives three shield balls to absorb enemy attacks or collisions. Does not protect against flying into terrain.

Shrapnel Tipped Missiles



These explode after reaching a certain distance (or the edge of the screen). They burst into pieces that also damage enemies.

Level 3 - The Temple of Gold

Snake Charming Electro-Flute



Stuns all snakes for several seconds.

Superjump Sneakers



Allows James to jump higher than usual.



SPECIAL ITEMS

Level 4 - The Canals of Venice

Airfoil Wing



Nitro Boost



Level 5 - The Sewers of Venice

Freeze Bomb



Gas Mask



SPECIAL ITEMS

Level 6 - Flight to S.C.U.M. HQ.

Triple Shot Laser Cannon



Shield



Level 7 - Assault on S.C.U.M. HQ.

Rocket Shoes



Gives three shield balls to absorb enemy attacks or collisions. Does not protect against flying into terrain.

Allows James to fly.

Thermal Jacket



Prevents icicles from injuring Bond.

Laser Ring



Powerful weapon, especially when used against S.C.U.M.



SPECIAL ITEMS



Screen Displays for Levels 1, 3, 5 and 7

Top left area - Player's score.

Middle area - Current selected item. If there is a number by the item it represents the remaining number of those items that Bond has. If there is no number by the item, (such as the Rocket Shoes), then it has an unlimited amount of uses.

Second from the right - Number of chances remaining. When you have 0 chances the game is over.

Far right - Health count. When the health reaches 0, player loses one chance.

Screen displays for level 2, 4 and 6

Top left - Player's score.

Far right - Number of chances remaining. When you have 0 chances the game is over.

Middle - Any special items collected are shown here.

Special Notes on a few enemy characters

Level 2

Paratroopers - They'll try to cling to James' minicopter and drag it to the ground! Brush them off of the ship with the trees!

Scullcap's Copter - It takes many direct hits to send this ugly bird down!

WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:

THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.
3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

THQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for \$10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the \$10.00 payment refundable.

WARRANT LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long and implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.